

TO: Bill Wade  
FROM: John Campbell

Date: 9/21/82  
cc: Ned Horn  
Kit Spencer

MEKE,  
F.Y.I  
*John*

### SOFTWARE DEVELOPMENT UPDATE

\* MATH SIXPACK: Since the quality of material which is readily available is rather poor, Micro-Ed was asked to put together some software of a higher caliber. Their first submissions were below par, but they assured me that six appropriate programs would be in my possession Tuesday, September 28. One requirement I made was to demand that the six programs be different in terms of difficulty and academic level, so that the overall product can be sold with the concept that the child can "grow with the sixpack" (or grow with the computer in general). Another reason for the delay is that I insisted the tapes work on an unexpanded VIC, and all of their higher quality programs needed to be changed (crunched) to fit into the VIC's 3.5K.

\* SAMPLER SIXPACK: Ned Horn and I combed through all of the submissions which we have received and came to the conclusion that a premium quality sixpack is possible. Although the sixpack has not been finalized, it tentatively includes Art (Alpha Draw), Music (Music Synthesizer), Logic/Perception (a 3D maze called Treasures of the Bat Cave), an arcade style game, an adventure-type program, and a strategy game. The sixpack will be aimed at a diverse market in an attempt to maximize potential sales. This sixpack (as well as the math sixpack) is well-timed in that it should be available for the Christmas season. For the sixpack to be completed there are agreements to be finalized and there are still decisions to be made regarding exactly which programs will be used.

### OTHER PROJECTS IN THE WORKS:

\* The Data East arcade games were reviewed by Bill Hindorff, Ned Horn, and myself. In summary, the programs incorporated fine graphics but the game concepts lacked true inventiveness. Bill Wade has requested some more programs so that we could choose the absolute best that they have available. (See REVIEW OF DATA EAST ARCADE GAMES for more information).

\* Bill Wade and Ned Horn have been working in conjunction with K-Byte to produce some high quality games on the basis of in-house ideas. Ned Horn has designed a game of his own and a decision as to exactly which game concepts will be sent to K-Byte will be made next week.

\* Ken Madell's Visible Solar System (64 version) is very close to completion. He demonstrated his program to us on Monday, September 20; and it is much improved over the VIC version. It is graphically superior and is also improved in the area of user-friendliness. A number of corrections of a minor nature need to be made (color changes, glitches, small bugs, etc...) but he assured us that they could all be cleared up without much difficulty.

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